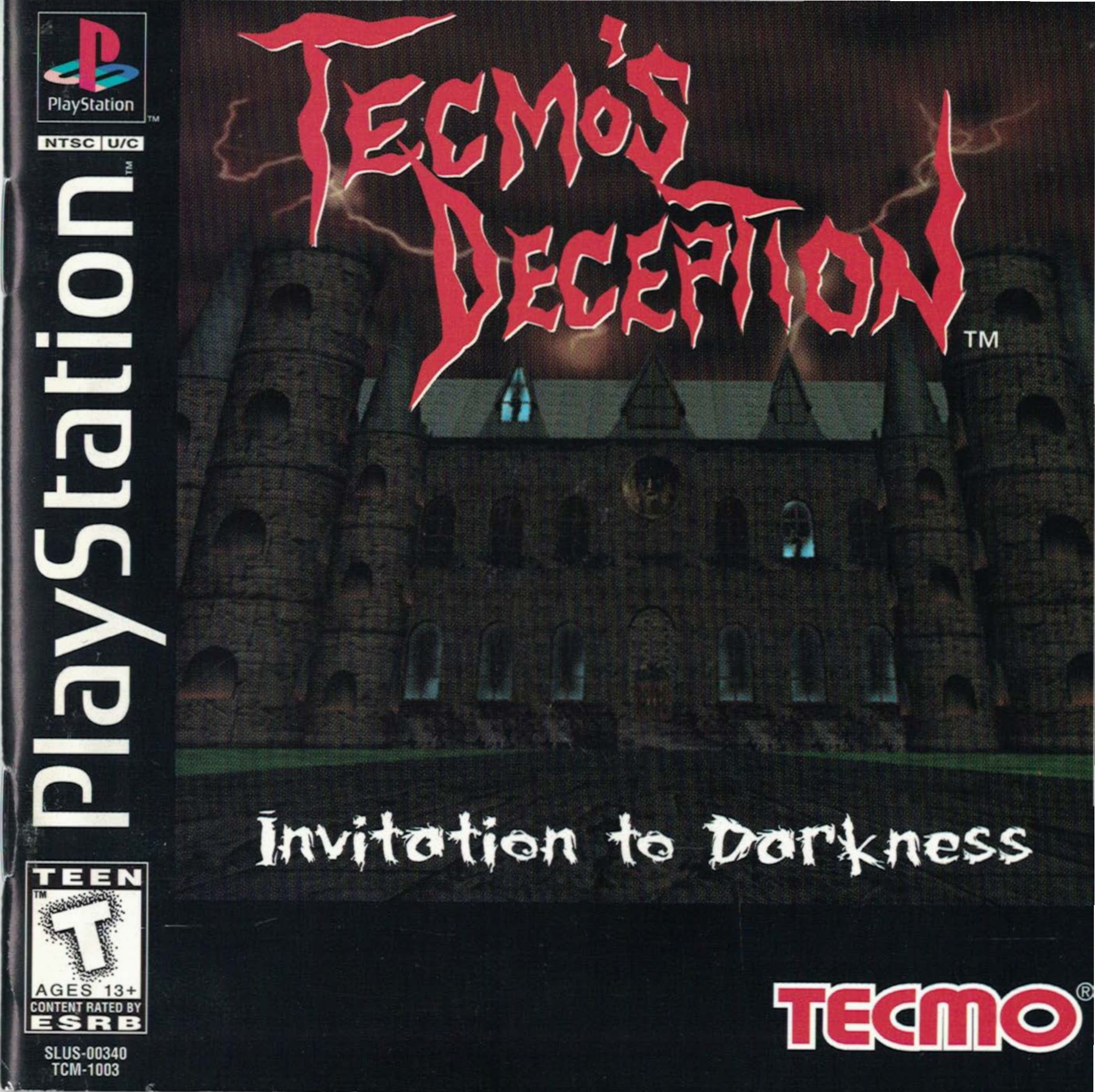

PlayStation
NTSC U/C
PlayStation
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00340
TCM-1003
Tecmo's Deception
Invitation to Darkness
TECMO

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SLUS 00340

BEHOLD: THE CASTLE OF THE DAMNED...

Upon your dying lips, you beg your hopeless plea to an almighty power in order to spare your life...

As the Angel of Death descends upon you, a power, an Evil power, snatches your life by the clutches of its own demonic hand...

You have been saved,... but at what price?

In this forsaken, wretched castle of the unholy, you have made a binding covenant with Satan. This is your debt repaid... You are to become the new Master of the Castle of the Damned. It is here you will draw from the Dark Power granted to you by the Evil Lord so that you may do his diabolical biding.

For ages, the Devil has been sealed safely in his castle's Altar by a group of fabled men known in folklore as "The Legendary Braves".

Many will come to your new castle home... For riches... For power... For peace...

You must thwart each invader and spurn their efforts to kill you. You will capture, offer sacrifice for, and create monsters from, their precious souls...

As you make your decisions and select your actions, you will define the course of your game, and more importantly, the fate of your new life... Choose with caution...

Without a moment to wait, you must accept this

INVITATION TO DARKNESS...

Contents

1. Getting Started
2. Using the Controller
3. Elements of your Quest
4. Strategy Mode
5. 3D Action Mode
6. Between Chapter Missions

- The World -

ELEMENTS OF EVIL

Satan

Your sole existence in this game is to ensure the resurrection of this Evil Lord and to obtain use of his Dark power.
You must first make an unholy covenant with the Devil in order to become the Master of the Castle.

Souls

As you seek to revive Satan, you capture uninvited castle invaders and excavate their precious souls. Upon sacrificing their obtained souls to Satan, you must choose to exchange the value of their soul for profit, for magic, or retain their carcass for your own diabolical monster creations.

Invaders

They may come for many reasons. Some look to take your place as Master of the Castle. Others look to rid the dark force of Evil that occupies their Homeland. Each wants you DEAD!

Unrest

A once united Kingdom of two differing nations grows restless. The sword wielding nation of Angelio and the magically powerful nation of Zemekia had peacefully emerged from a war ridden past, however...

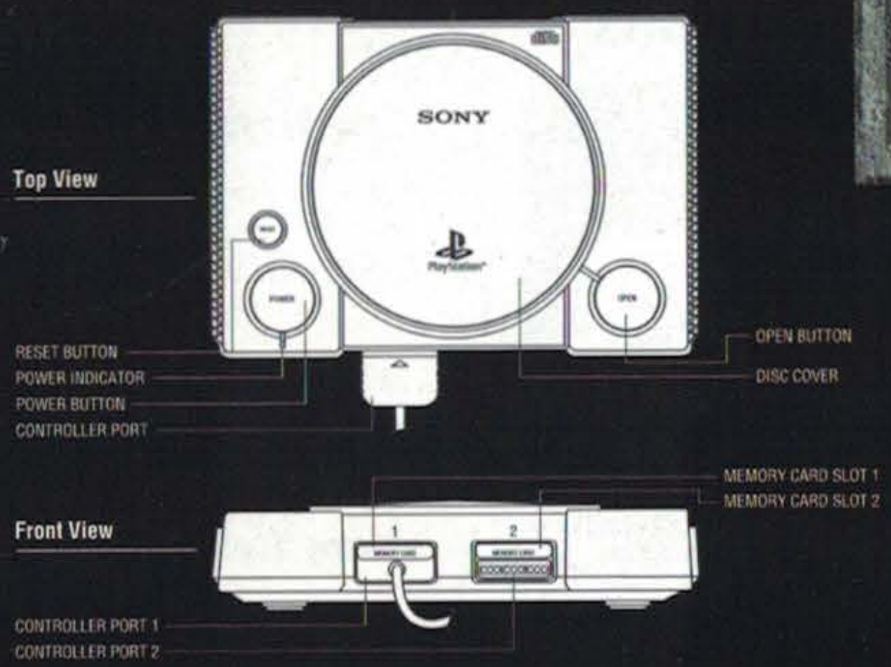
SLUS 00340

1 GETTING STARTED

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the TECMO'S DECEPTION™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

NEW GAME

This will be your selection the first time you play. With this option you will be asked to input your name as player and new Master of the Castle of the Damned. With this option you start from the beginning of the game.



This option will allow you to begin your game from a previously saved position. 9 blocks are required to SAVE.

LOAD

Gold/MP

These will be your currencies throughout your quest. Gold allows you to buy items, construct new rooms to your castle, and upgrade your traps. Your MP will be primarily spent on setting your traps. Spend both your Gold and MP wisely!

2 USING THE CONTROLLER

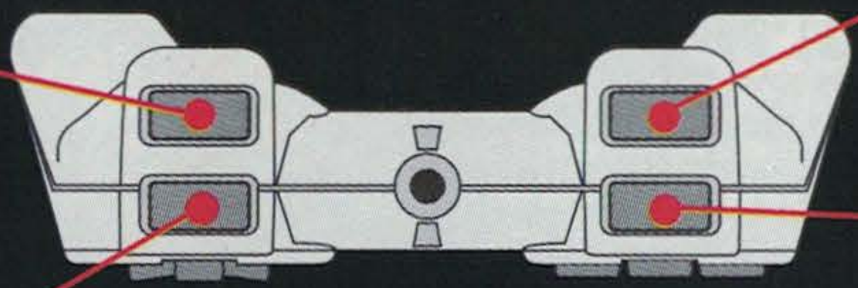
Strategy There are TWO main modes of gameplay: STRATEGY MODE and 3D ACTION MODE.

L2 Button
shows 1F of Castle Map

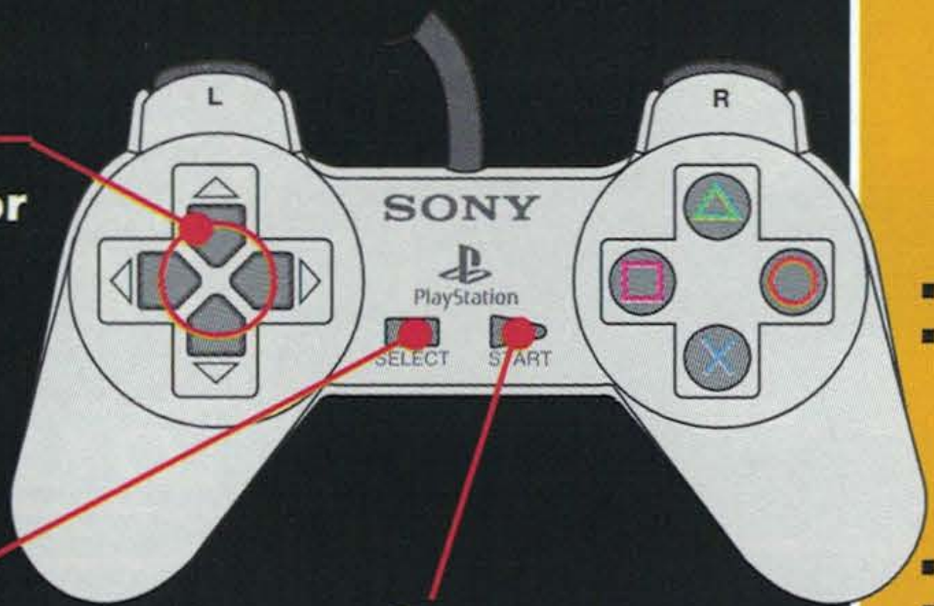
L1 Button
shows 2F of Castle Map

R2 Button
Scales Map OUT

R1 Button
Scales Map IN



Diectional PAD
Moves Cursor



SELECT **brings up HELP menus while viewing Map.**

START **is not used**

Buttons

Button
Confirm

Button
Cancel

Button
- Picks up a trap
- See parameter of an enemy (selecting traps)

Button
- Rotates room/trap by 90°
- Selects width of a constructed Hallway
- Selects door location for a constructed room

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3D Action

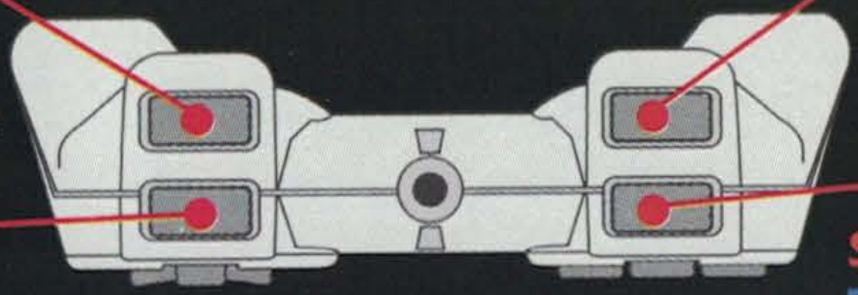
There are three configurations which you may select for this mode. A, (default) B and C. You can switch between the three from the option menu (see page 13).

L2 Button
Look UP (A)
Look UP (B)
Sidestep (C) LEFT

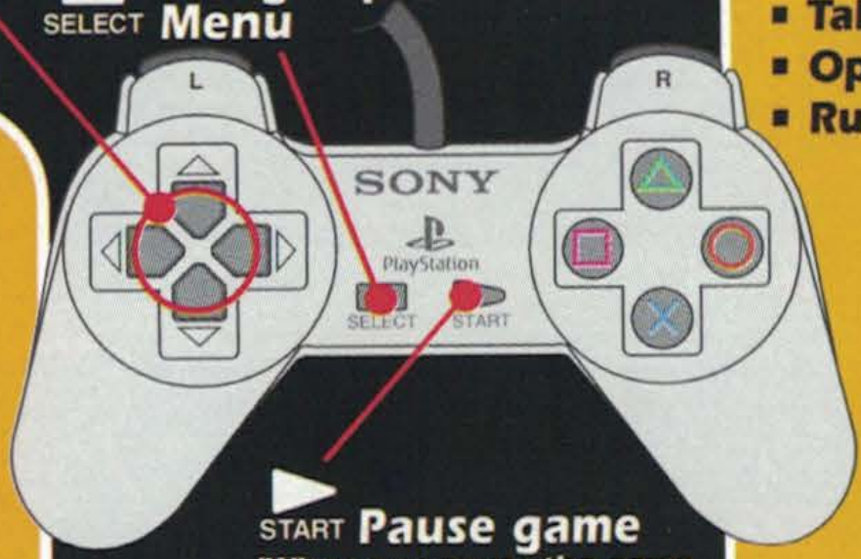
L1 Button
Sidestep (A) LEFT
Turn (B) LEFT
Look UP (C)

R2 Button
Look DOWN (A)
Look DOWN (B)
Sidestep (C) RIGHT

R1 Button
Sidestep (A) RIGHT
Turn (B) RIGHT
Look DOWN (C)



Directional PAD



SELECT **Brings up the Main Menu**

START **Pause game**
(When you pause the game, push the SELECT button to display the option screen to quit the game.)

Directional PAD

Up **Moves you forward**

Down **Moves you backward**

LEFT turns (A, C) or sidesteps (B) Left

RIGHT turns (A, C) or sidesteps (B) Right

Buttons

⊗ Button
- Search/Pick up Items
- Talk
- Open Doors
- Run (hold down)

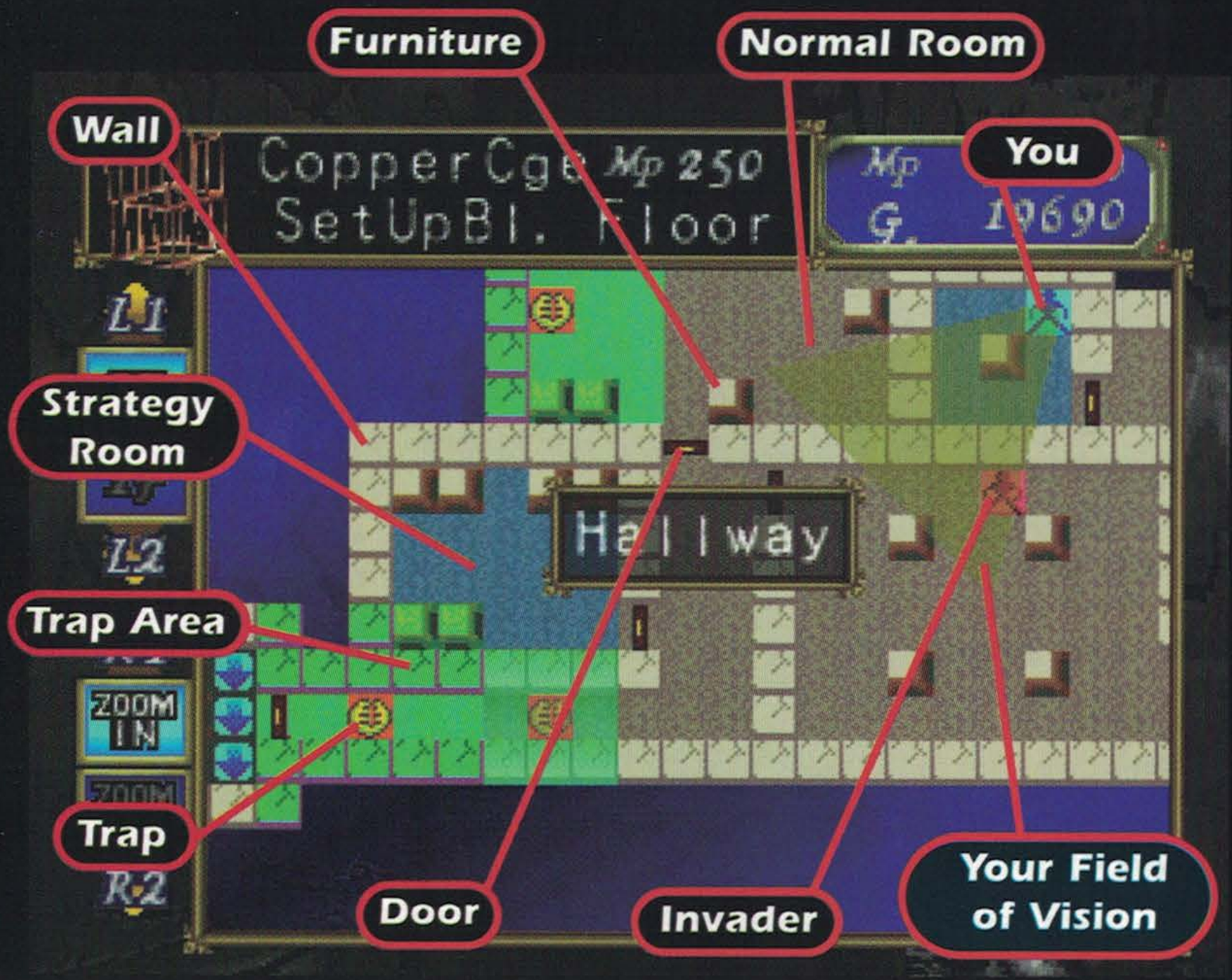
△ Button
- Map

○ Button
- Activates a trap

□ Button
- Changes the active trap cursor

The Map Screen

Reading Your 3D ACTION MODE Screen



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3 ELEMENTS OF YOUR QUEST

You will play through several Chapter Missions during your quest. Your choices and actions shape your quest outcome. The basics:

INVASION.....Unwelcome visitors make their way to your Castle.

STRATEGY MODE...Plot your strategy to rid your enemy invaders by cleverly positioning and setting fiendish traps. You may also construct additional rooms to your castle (see pages 8-11).

3D ACTION MODE.Carry out your sinister plans in this heart pounding, intense sequence. Stalk and snare victims mercilessly with your capturing and/or damaging traps (see page 9).

DECISION.....Once you have done away with an enemy, you may pass a Final Judgment on his eternal fate...What shall you chose?

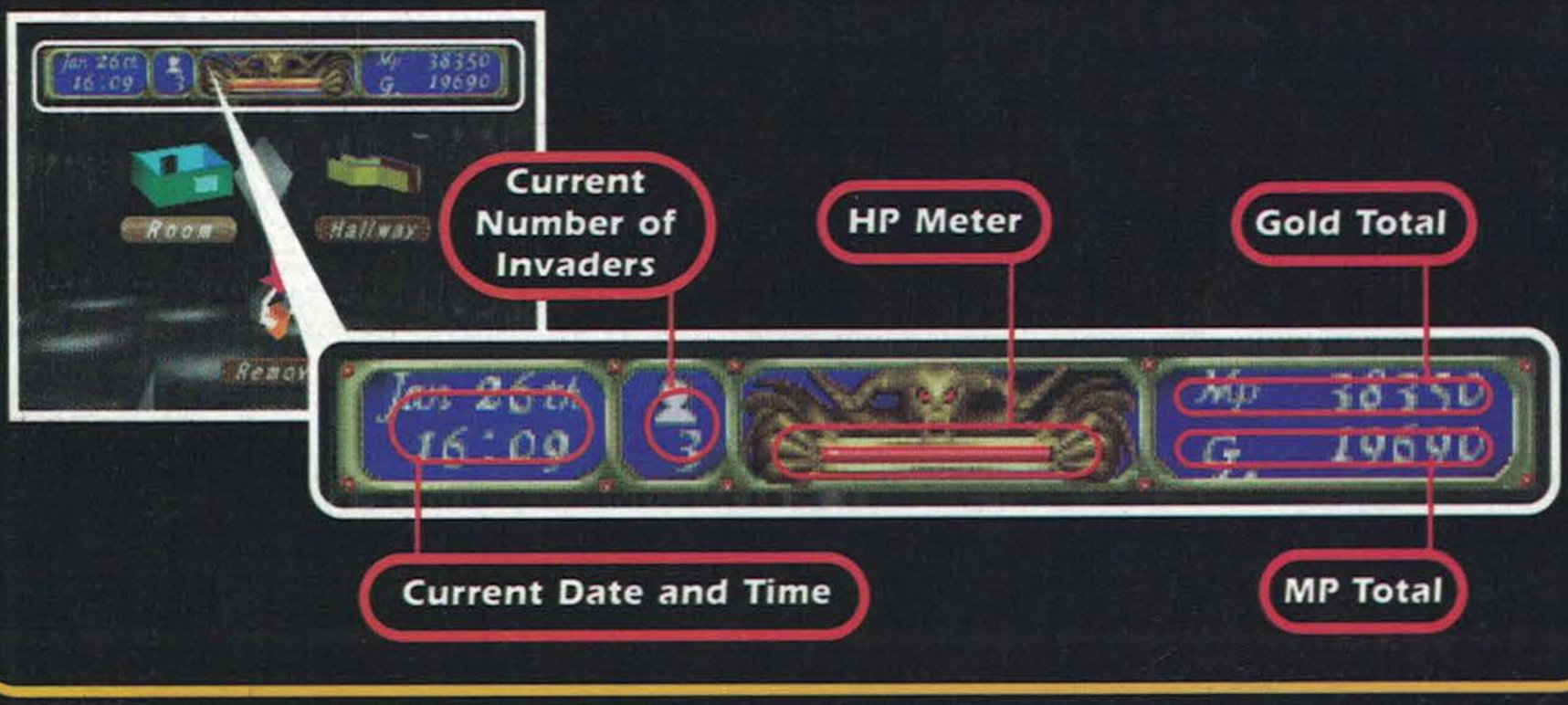
- DEATH.....A kill for the Gold value of his life?
- SACRIFICE.....An offering of his soul to Satan as a sacrifice to be rewarded with MP?
- CREATION .....A collection of his rotting flesh to have the remains be used for your own Monster Creations? (see page 12)

INTERMISSION.....After you complete a Chapter Mission choose: - SAVE
- Body Collect
- Continue on to the Next Chapter Mission

4 STRATEGY MODE

You can access this mode by entering the DemonGate Room and pressing the ✕ Button while facing the Force Crystal there. In this mode, you will plan your strategy for setting up your traps, construction of new rooms, creating and developing traps and/or monsters, etc. Icons for each task will navigate you in this mode.

THE PLAYER'S STATUS BAR



SLUS 00340

PLANNING YOUR STRATEGY

TRAP SELECTION

Traps are the means of getting at your enemies. The two types are:

1. **HP DAMAGING: You can kill your enemy by taking all his HP with traps of this kind. They inflict varying forces of damage.**
2. **CAPTURING: You may capture and defeat your enemy by using these kind of traps. Once you have done so, you make your choice about your captive's final fate, selecting from 3 choices (page 7).**

***NOTE: Not all enemies may be captured (see page 20).**

BUILDING NEW ROOMS

Your Castle of the Damned is an evolving source of life, Dark Life. The larger you make it grow, the greater the presence of Evil.

As new master and owner of its grounds, you must make wise decisions in adding rooms to its floors.

ADDITIONS TO YOUR CASTLE

ROOMS

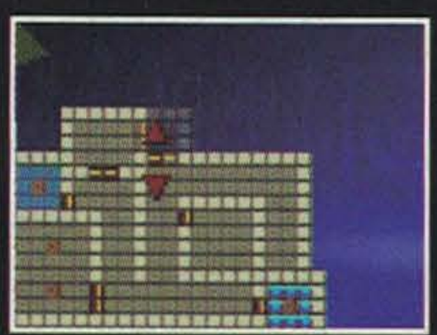
Add rooms by first selecting the size/type of room you wish to add. Then select its location, and press ⊗. You must follow these rules:

- An added room must connect to another room.
- Rooms must not overlap one another.
- In the case where a room adjoins TWO other rooms, you must select a door with ○. If not, a door is always chosen for you.

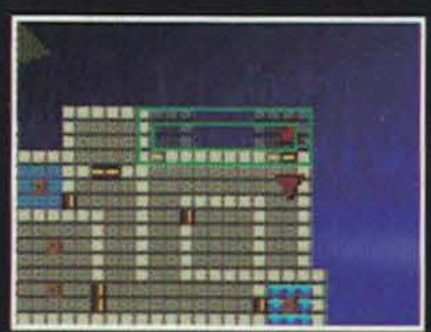
HALLWAYS

Add new hallways as you would a room using these differing steps:

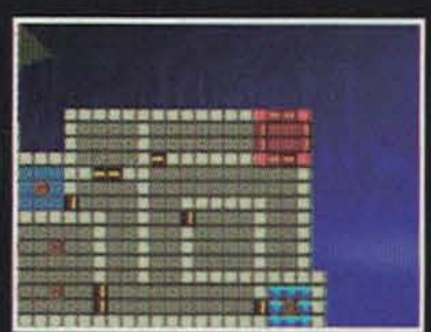
1. Select the width of your hallway with the ○ Button.

2. 

Select an origin point

3. 

Extend your hallway with the D-PAD

4. 

After desired width and length have been made, press ⊗ to confirm.

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REMOVING CONSTRUCTED ROOMS

A RED flashing shows you can NOT place room yet.

A NORMAL color shows a room may be placed.

You can remove rooms you have added to the Castle of the Damned. You can NOT, however, remove its original rooms.

REMOVING ROOMS

Select the Removal Icon shown and encircle the room you wish to remove. You must NOT, however, create "isolated" rooms this way.

REMOVING HALLWAYS

Select the Removal Icon and encircle the hallway you wish to remove. You must NOT, however, create "isolated" rooms.

A NOTE ON ROOMS

The room in which you can carry out your trap setting strategy is called a "Power Room". You can access your powers to do so here. Additionally, there are "Prison Rooms" that house the coffins of the your dead victims and "Bed Rooms" which allow you to revitalize lost HP/MP. There are other room types of use to you as well.

CONSTRUCTION

This option will allow you to develop/upgrade your existing traps and/or create monsters. You can do so as you progress in the game.

UPGRADING/DEVELOPING TRAPS

1.When you receive use of the upgrade/development option in the game, select the trap you wish to upgrade/develop from your list.
2.Provided you have sufficient Gold to do so, press the ⊗ Button and witness your trap transformation!

CREATING MONSTERS

1.When you receive use the "Monster Creation" option in the game you must highlight the individual monster you wish to create from your list. Be sure to have the correct "formula" for your monster.
2.Provided you have the required bodies to do so, press the ⊗ Button to create your new monster.

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SYSTEM ICON

The following are some important system features for your game.

LOAD

You can LOAD your previously saved data from either of your two memory card slots on your system.

CUSTOMIZING OPTION

SOUND...Select either STEREO or MONO sound.
CONTROLLER SETTING...Select TYPE A, B or C configuration for the 3D ACTION MODE.

SAVE

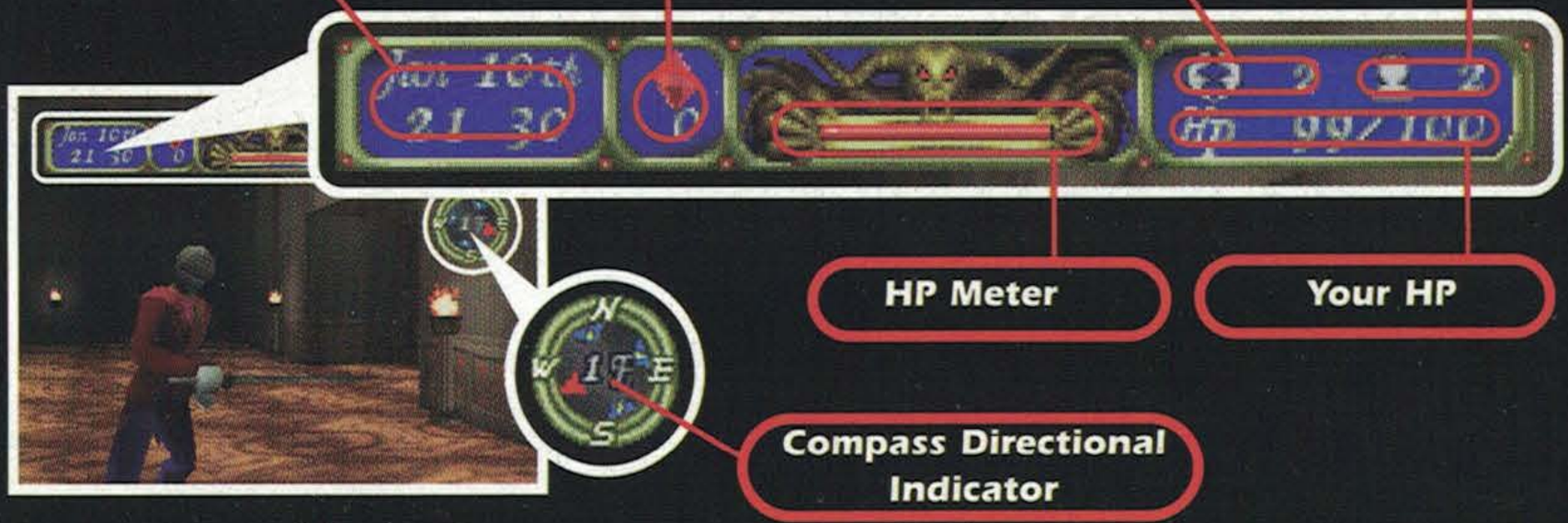
You can SAVE your game provided you have AT LEAST 9 blocks available on your memory card. You'll have a chance to SAVE between Chapter Missions or with a visit to the DemonGate Room.

5 3D ACTION MODE

The majority of your quest will be played in this manner. You will play this sequence of the game in the 1st person, "through the eyes" perspective. Your tasks will include scouring the halls of the Castle of the Damned, seeking out your uninvited enemy invaders, talking or perhaps taunting them in some cases, and KILLING THEM!

PLAYER STATUS

3D ACTION PLAYER STATUS BAR



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TECMO®

PlayStation™

Tecmo's Deception Warranty Card

Name: _____

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Name of store where purchased:_____ Price: _____

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Favorite games:_____

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Would you like to be added to Tecmo's Mailing list?

__Yes __No

Which non-gaming magazines do you read? _____

_____

What is your favorite TV Show? _____

Comments: _____

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CAPTURING YOUR ENEMY INVADERS

In Strategy Mode, find your enemy and set traps for him.

Entice your enemy and lure him into one of your set traps.

When an enemy is in range, the RED trap marker indicator spins and chimes. Press ○ to activate the trap!

If you have used a Capturing Trap, approach him to initiate his successful capture (see page 20).

You've got him!

With him captured, you must now decide his final fate.

TRAP MARKER LOCATORS

The places you've set traps will be indicated with colored triangles. **YELLOW** shows a trap is "inactive", while **RED** shows a trap is of "active" status. As enemies come into its range, active traps spin and chime. This is the cue to activate the trap! In an area where you have a few traps set (triangles), you can press ■ to change a traps status from YELLOW to RED and vice versa.

PLAYER MAIN MENU

You can call up your Main Menu at anytime during the 3D ACTION MODE by pressing SELECT. Your current status will be shown along with the following menu options:

MAP

With this selection in 3D Action Mode, you can survey the castle. This may be useful, for example, in checking room layout.

ITEM

This will call up your current inventory of items. You may use an item by highlighting it and pressing the ⊗ Button.

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MONSTERS

This brings up the current list of Monsters you have created. Unlike the traps, which work in a specified area, you can unleash monsters (in certain rooms) to seek out a nearby enemy invader. You may unleash a Monster only if you have:

1. **Successfully made him by the necessary captured bodies.**
2. **A sufficient amount of "Monster Unleashing Gems" in your current total (see page 14 "STATUS") to summon him.**

***NOTE: You may also Develop/Upgrade a Monster (see page 21).**

MASKS

You can call up this list of enemy luring tools that may have varying effects on invaders. Select, and press ⊗ to echo its horrifying sounds. Each use will cost some MP.

ENEMY LIST

A recorded chart of your captured enemies.

WARP

You can warp to a floor's Power Room.

YOUR CAPTURED ENEMY

Upon a successful capture, you must decide ONE of the following:

OBTAIN THE MP VALUE OF THE SOUL

As an offered sacrifice to the Evil Lord Satan, you are rewarded with the gain of MP. The amount of MP that you obtain is determined by the value of that enemy's soul.

KILL THEM FOR THE GOLD VALUE

You can obtain the Gold value for the life of your captured enemy.

KEEP REMAINS FOR CREATING MONSTERS

Store their rotting flesh remains with the other coffins in one of the "Prison Rooms" to keep them fresh for making monster mutations.

OBTAINING ITEMS

You will be able to buy common items from merchant invaders by talking to them. You can attain important items from defeating certain enemies, or (in some cases) by discovering them yourself.

HP AND MAGIC RECOVERY

Sleep in a Bedroom or use a select item to gain lost HP or MP.

6 BETWEEN CHAPTER MISSIONS

NEXT MISSION

You will go on immediately

SAVE

You can record DATA

BODY COLLECTING

This option will present you with a list of additional enemy invaders that you will select to come to the Castle. They are extra opportunities to gather needed Gold, MP, and/or bodies that may be required for particular Monster Creations. They may arrive as welcomed (or unwelcomed) guests...?

***NOTE: You won't be able to after all Intermissions. (see page 21)**

TIPS FOR A SUCCESSFUL QUEST

Since this game's quest and ultimate outcome are determined by your actions and/or decisions throughout the Chapter Missions, it may be useful to have a few general helpful tips. These will help you to successfully play and enjoy all 6 different endings.

***NOTE: EACH of the SIX different endings in this game is totally unique and differing from the others. Thus, it is worth your time to seek out and replay this game for each of them. Furthermore, as you know by now, there are many other fun and original elements (creating Monsters, constructing Rooms, etc.) to playing this game.**

With the following tips, you should further enjoy ALL of this game.

SUCCESSFUL CAPTURE OF ENEMY

RECOMMENDED TECHNIQUE(S):

- **Try to capture as many enemies as possible.**
- **Walk up to a captive enemy immediately upon his capture. Each trap hold is timed, and you MUST deplete his entire life bar. You can press ✕ repeatedly to help rid his life bar quicker.**
- **Use combinations of HP Damaging (to weaken) and Capture Traps (for final capture) for stronger enemy invaders, or for any invader you have trouble capturing "in one shot".**

MONSTER MAKING/BODY COLLECTING

RECOMMENDED TECHNIQUE(S):

- Choose to go "Body Collecting" at every opportunity.
- Select only those enemy invaders that best serve your Monster making formula needs.(i.e.ones you need to create them)
- Once you have successfully created your Monster(s), keep a large supply of "Monster Unleashing Gems" on hand at all times.
- You must be at a short distance from your enemy target in order to unleash your monster on him.
- Use your Created Monsters frequently! They can/will develop experience and raise/upgrade similar to traps.
- Experiment with the use of different monsters on different enemies. For example, try Fiana on Yurias for a surprise.

GENERAL

- Keep careful watch of Gold and MP consumption.
- Sell off the unimportant items in your inventory.
- Experiment with constructing new rooms in various locations.
- Develop Traps and Monsters as quickly as possible.
- Build Bedrooms in strategic locations for HP/MP recovery.
- Experiment with different techniques and choices in the game.

CHARACTER

The pawns in the Demonic game of Satan...

Satan's Messenger

ASTARTE

She is the right hand of Satan who spared your life in its dying moments.

King of Zemekia

YURIAS

Your brother who plotted the death of your father and framed you for it. He has seized the throne and your fiancee.

Contractor

ARDEBARAN

He is the current Master of the Castle of the Damned. He will be your first enemy test. Defeat him to become new Master.

Princess of Angelio

Fiana

She is your beloved fiancee who is unwillingly held by your brother.

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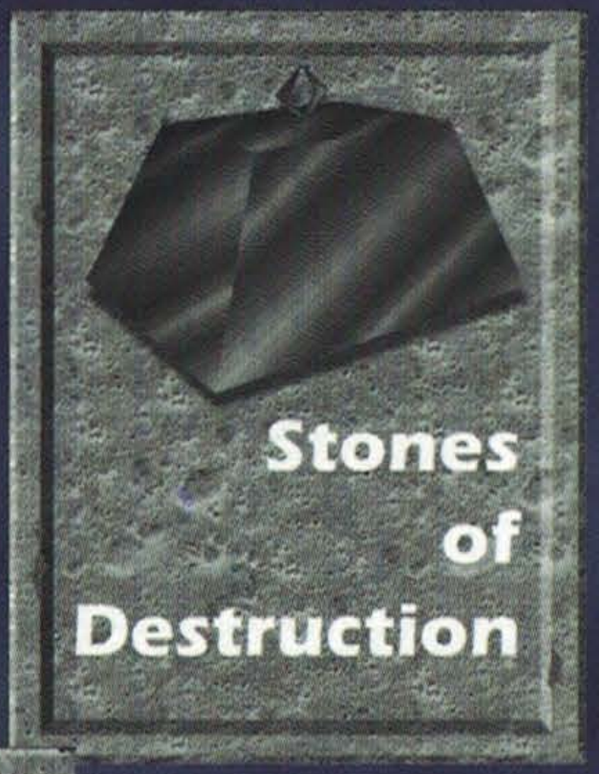
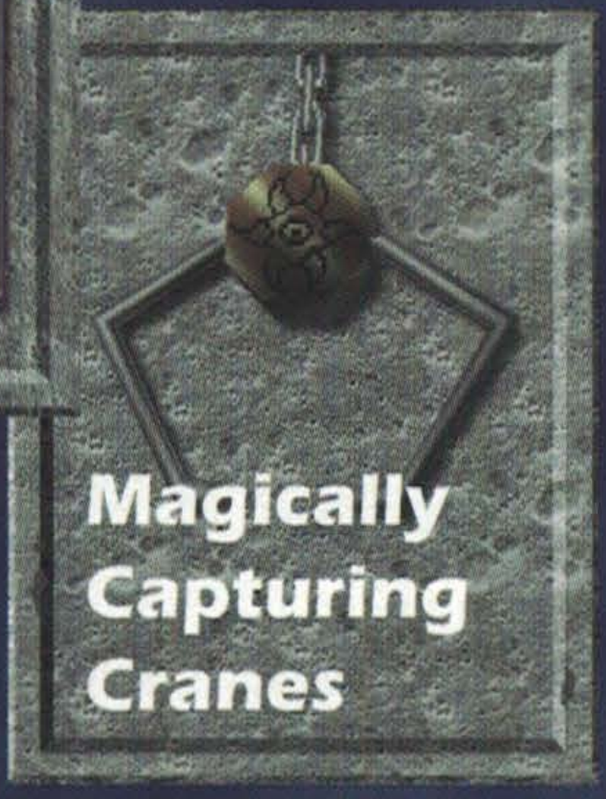
TRAP

Filled with ominous powerful might, ancient wisdom of Black Magic, and the signature of all that is evil, they are your maniacal instruments along your Dark Mission...





ITEM

Cursed with the very core of Darkness and contaminated by the hands of those who serve the Devil...

Tablet

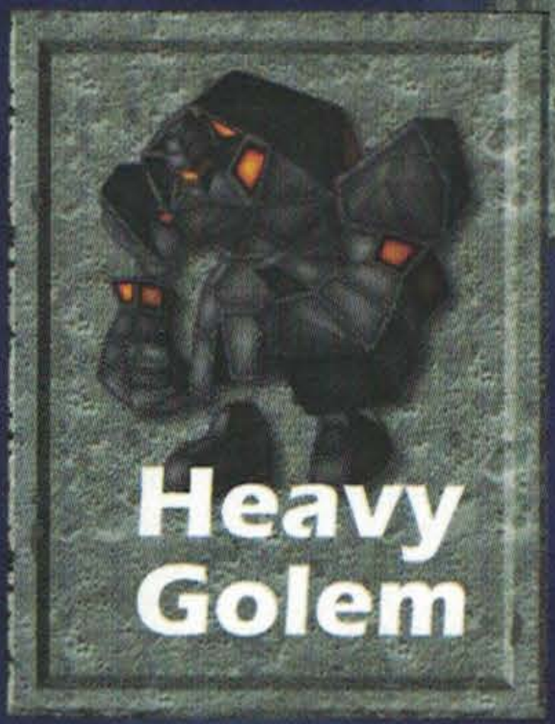
Herb

Map

Proof of Covenant

MONSTER

By the sinister creations of a forsaken man, they are reincarnated and formed from the very flesh of captured carcass...



NOTES

NOTES

CREDITS

Staff

Director **Takeshi Ohmori**

Planner **Hiroyuki Goto**

Motohiro Shiga

Makoto Shibata

Chief Programmer **Keisuke Kikuchi**

Programmer **Naoki Hayashi**

Hiroki Nakajima

MASATAKA

Yuji Simada

Shinichiro Yamamoto

Modeller **Masaya Ikarashi**

Animator **Satoru Miyaki**

Texture Design **Yuichi Nagumo**

Makoto Komatsu

Junichi Nishimura

Youichi Hirose

Ryuji Nouguchi

Sound Composer **Takashi Kanai**

Shigekiyo Okuda

Takuya Hanaoka

Art Work **Kenji Harada**

Supervisor **NOISE**

Producer **MAX NAKA**

Executive Producer **Yoshihito Kakihara**

U.S. Project Director and Scenario **Matthew F. Humaciu**

Manual **Matthew F. Humaciu**

SLPS 00249

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Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Product ("TPR") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the TPR, at its option, free of charge.

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2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-310-787-2900
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective TPR, and return your TPR freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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Torrance, CA 90501

This warranty shall not apply if the TPR had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the TPR develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective TPR and return the defective TPR "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the TPR or replace it with a new or repaired TPR. If replacement TPRs are not available, the defective TPR will be returned and your payment refunded.

WARRANTY LIMITATIONS

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Tecmo, Inc. 19260 S. Van Ness Ave., Torrance, CA 90501 • Phone (310) 787-2900 • Fax (310) 787-3131
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